FREE! ETERNAL CHAMPIONS STICKERS!

PLUS! 100 SETS AND ALBUMS TO BE WON!

No. 23 April 15th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

Sonic the comic

starring SONIC THE HEDGEHOG

If stickers are missing, please see your newsagent

SC3 Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Hope you're having an Extremely Excellent Easter! You must be enjoying it more than Sonic is, judging by this issue's cover! Doctor Robotnik just loves this time of year.

On the menu for STC 23 is a free starter set of Panini **Eternal Champions stickers.** Inside is a chance for 100 Boomers to win the complete set of E.C. stickers - plus an album to stick them in. Its an opportunity no Champions fan can resist.

Meet Captain Plunder and his Pirates of the Mystic cave in this issue's **Sonic** story. He's major trouble for Sonic as we unfold one of the most amazing **Sonic** stories yet.

Ever wondered what Sonic's planet, Mobius, is really like? Well, prepare for **Sonic's World**, a mega new series starting in STC 25. Also featured in STC 25 - a hard-hitting new **Streets Of Rage** story. More about this next issue. Meanwhile, sneak a peak at this issue's back cover for a tantalising teaser of the action to come.

Enough, already. You're probably hyper enough on all that Easter Egg chocolate as it is. Cool your jets until the next energised issue of STC.

Megadroid

50 SONIC BOOKS TO GIVE AWAY - FREE!

Missed any of STC's sensational **Sonic The Hedgehog** stories? Now's your chance to catch up with the Spiked Wonder in two new **Sonic** books from Ravette Books. Each book contains four classic **Sonic** stories from past issues of STC, printed on high quality paper and with glossy card covers.

BOOK 1 - BEATS THE BADNIKS

Contains: 'Enter: Sonic' (STC 1), 'Robofox' (STC 2), 'Mayhem In The Marble Zone' (STC 3), and 'Day Of The Badniks' (STC 4).

BOOK 2 - SPIN ATTACK

Contains: 'Attack On The Death Egg' (STC 6), 'The Origin Of Sonic' (STC 8), 'Back To Reality' (STC 9), and 'Megatox' (STC 10).

Ravette Books have offered STC, 25 copies of each book to give away FREE to the first 50 Boomers who write in. Simply write your name and address clearly on a postcard or sealed down empty envelope and post it to:

CATCH UP WITH SONIC, Sonic The Comic, 25-31 Tavistock Place, London WC1H 9SU.

All entries must arrive by 30th April 1994 (the *correct* closing date!). The first 50 pulled out of Robotnik's old Death Egg will each receive one of the Sonic books (sorry, no choices). For those who can't wait that long, **Sonic The Hedgehog Books 1 and 2** are now on sale at all good bookshops, price £2.99 each.

Coming soon from Ravette Books: **Streets Of Rage** and **Shinobi**. STC will be giving away free copies in the next issue!

To all those Boomers who were hoping to see the new STC Back Issues Service this issue - hold on! Last minute fine tuning of the service means we have postponed its appearance until next issue. Count the days till STC 24!

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · re-entry · new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	RE	FIFA INTERNATIONAL SOCCER
2	▲	WINTER OLYMPICS
3	▼	ALADDIN
4	▼	SENSIBLE SOCCER
5	▼	SONIC SPINBALL
6	▼	MORTAL KOMBAT
7	▼	ETERNAL CHAMPIONS
8	RE	MICRO MACHINES
9	—	TOE JAM & EARL 2
10	▼	STREETFIGHTER 2 CHAMP ED.

MEGA CD

1	new	GROUND ZERO TEXAS
2	▼	LETHAL ENFORCERS
3	▲	NIGHT TRAP
4	▼	THUNDERHAWK
5	▼	SONIC CD
6	new	MICROCOSM
7	▼	SILPHEED
8	▼	ECCO THE DOLPHIN
9	▼	SEWER SHARK
10	RE	SHERLOCK HOLMES

MASTER SYSTEM

1	—	SONIC CHAOS
2	new	WINTER OLYMPICS
3	▼	JUNGLE BOOK
4	RE	SENSIBLE SOCCER
5	—	MORTAL KOMBAT
6	RE	TERMINATOR
7	▼	DESERT STRIKE
8	RE	SONIC THE HEDGEHOG 2
9	—	OLYMPIC GOLD
10	RE	NINJA GAIDEN

GAME GEAR

1	▲	OLYMPIC GOLD
2	new	WINTER OLYMPICS
3	▼	SONIC CHAOS
4	▼	DESERT STRIKE
5	new	SENSIBLE SOCCER
6	▲	MORTAL KOMBAT
7	RE	SONIC THE HEDGEHOG 2
8	▼	JUNGLE BOOK
9	▲	SHINOBI 2
10	▼	BATMAN RETURNS

● **Editor:** Richard Burton
● **Asst. Editor:** Deborah Tate
● **Designer:** Clare Gillmore
● **Cover Art:** Ed Hillyer
● **Managing Editor:** Steve MacManus
● **Publisher:** Chris Power

Published every other Saturday by Fleetway Editions Ltd., Egmont House, 25/31 Tavistock Place, London WC1H 9SU. Tel: 071-344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Great Britain by Vansicast Ltd., Peterlee. Covers printed by Scottswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

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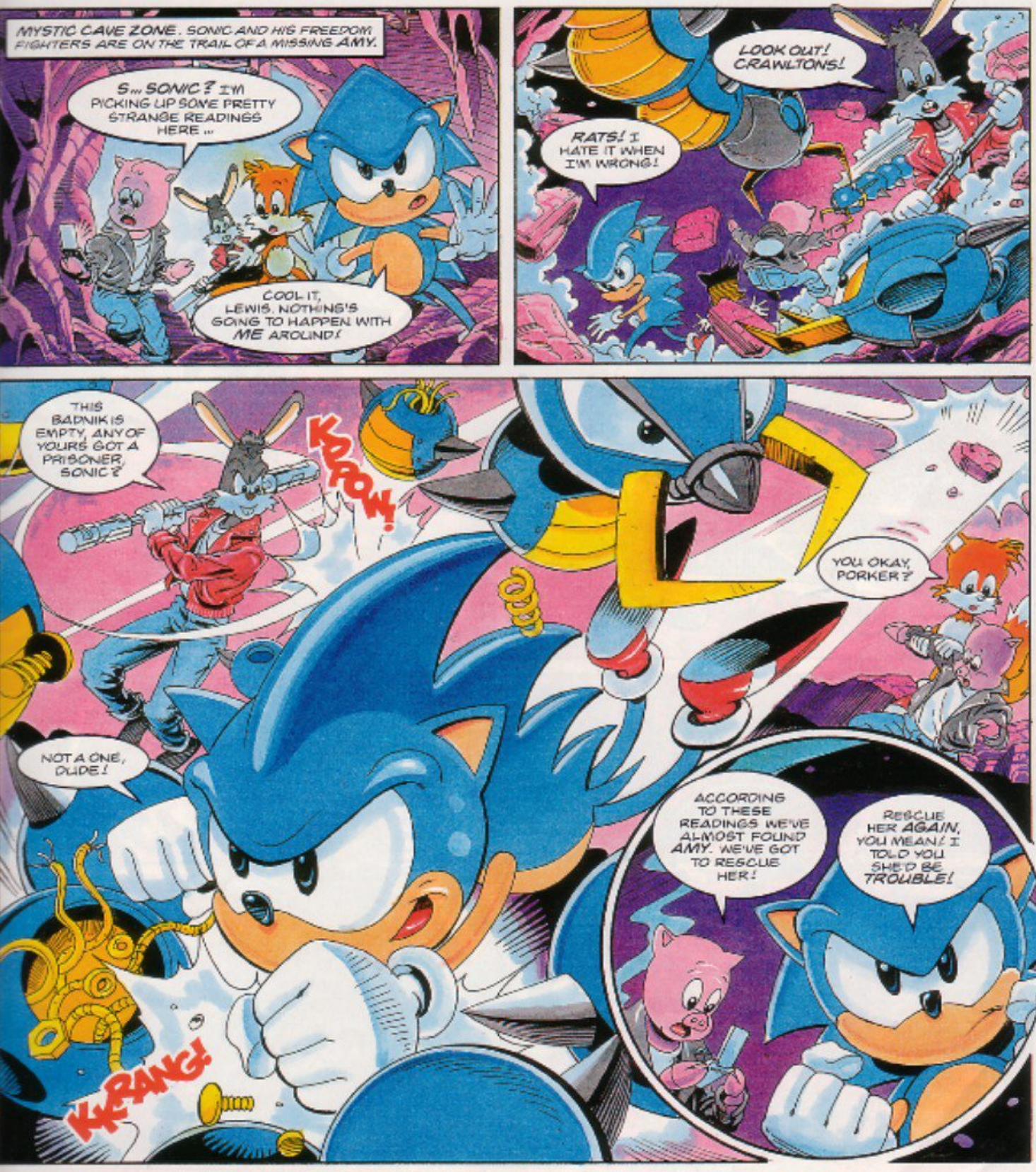
ISSN 0969-2041.

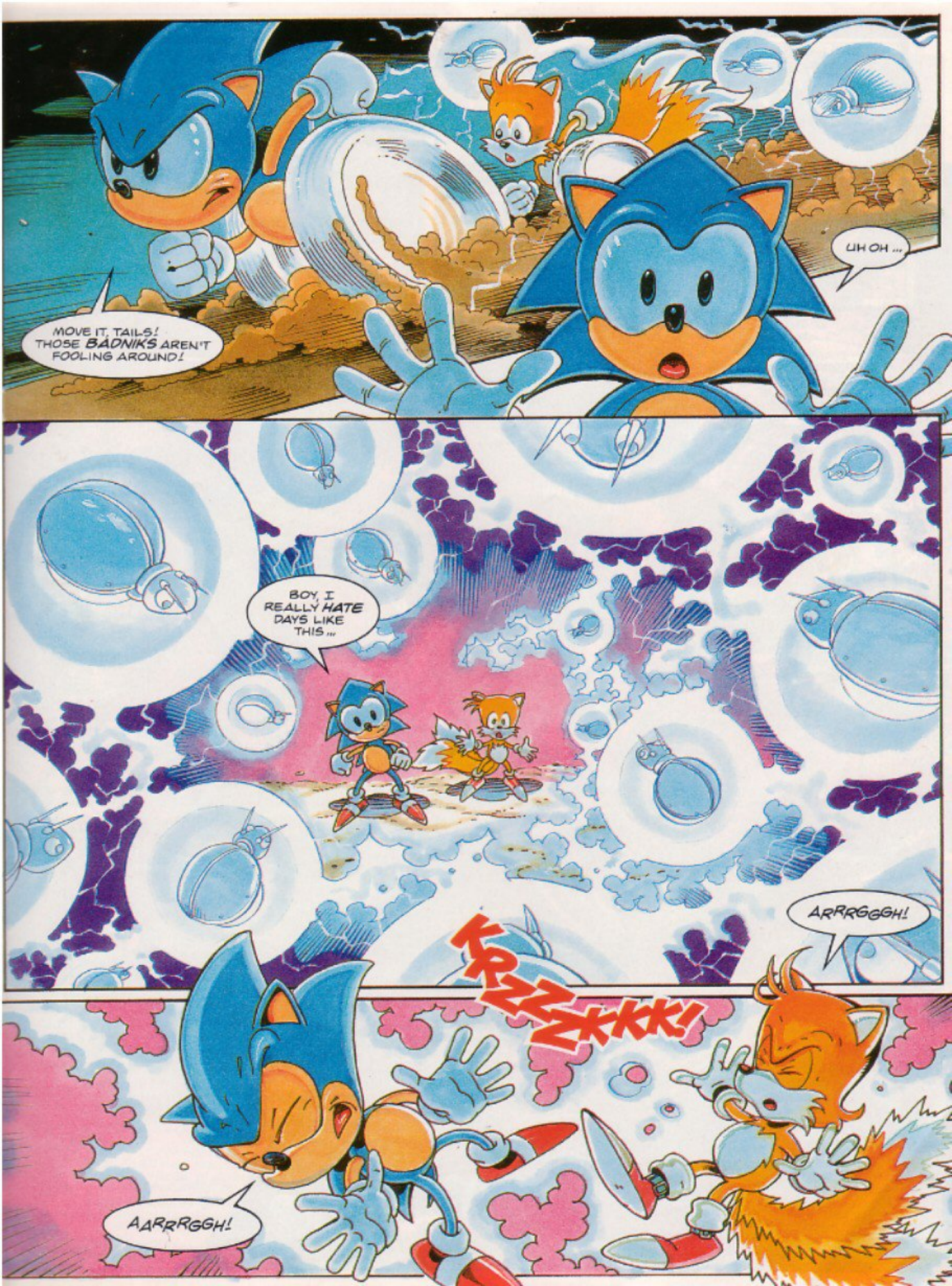
SONIC THE HEDGEHOG

Pirates of the Mystic Cave

Script: Nigel Kitching
Art: Richard Elson
Lettering: Ellie de'Ville

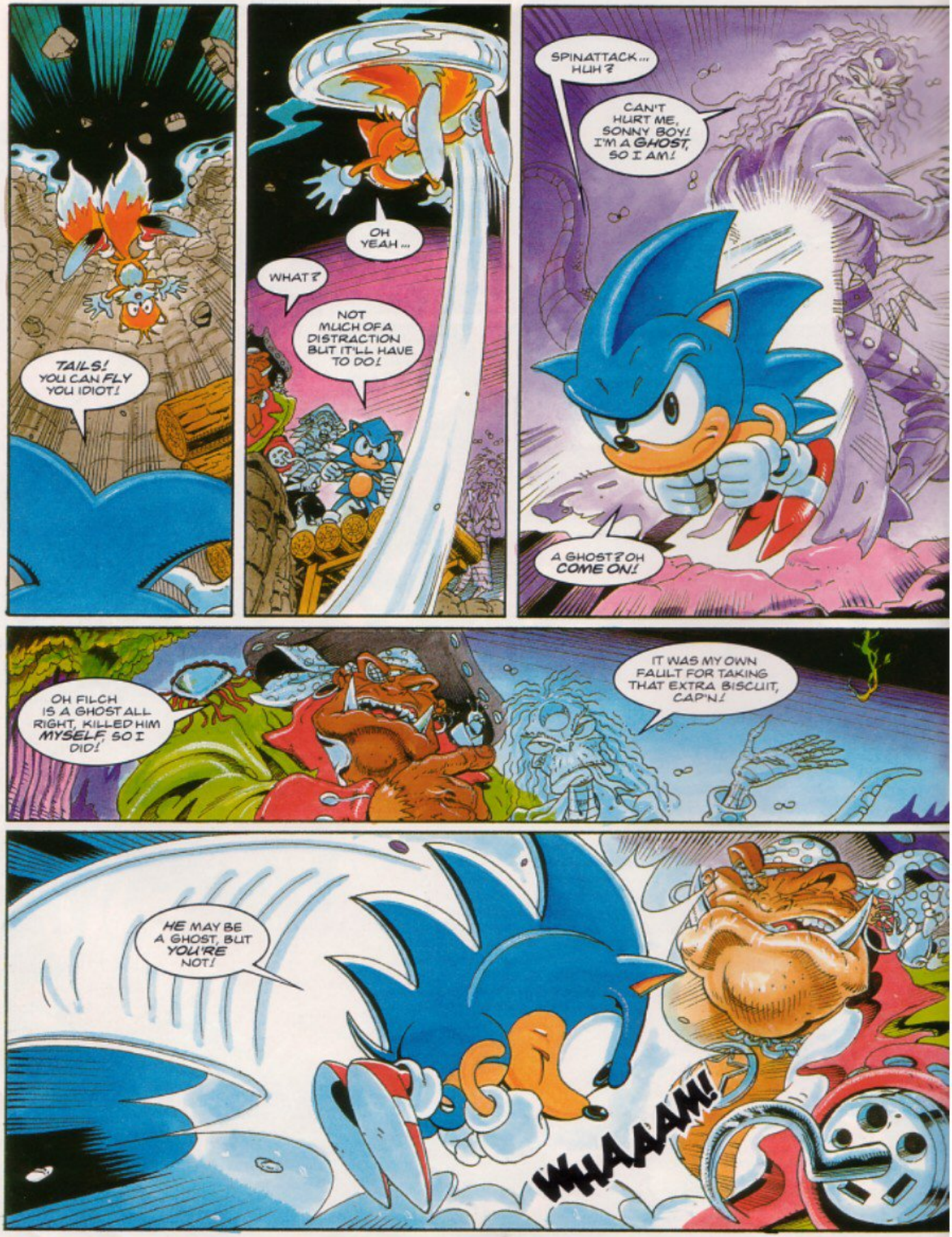

MYSTIC CAVE ZONE. SONIC AND HIS FREEDOM FIGHTERS ARE ON THE TRAIL OF A MISSING AMY.
S... SONIC? I'M PICKING UP SOME PRETTY STRANGE READINGS HERE...
COOL IT, LEWIS. NOTHING'S GOING TO HAPPEN WITH ME AROUND!
LOOK OUT! CRAWLTONS!
RATS! I HATE IT WHEN I'M WRONG!
THIS BADNIK IS EMPTY. ANY OF YOURS GOT A PRISONER, SONIC?
KRAKOW!
YOU OKAY, PORKER?
NOT A ONE, DUDE!
KERANG!
ACCORDING TO THESE READINGS WE'VE ALMOST FOUND AMY. WE'VE GOT TO RESCUE HER!
RESCUE HER AGAIN, YOU MEAN! I TOLD YOU SHE'D BE TROUBLE!

DON'T BE SO HARD ON AMY, SONIC. SHE WAS PROTECTING TAILS. SHE DIDN'T KNOW SHE'D BE CAPTURED BY PIRATES!
PIRATES! GIVE ME A BREAK!
SONIC!
HUH...?
FAST MOVE, KID!
KROOOM!
I COULDN'T LET YOU FACE THINGS ALONE, SONIC.
JUST TRY NOT TO GET TAKEN PRISONER OR ANYTHING, OKAY?
WHICH WAY, SONIC?
LET'S GO LEFT...
ON THE OTHER HAND...
FLASHERS! THEY'RE ALL CHARGED UP... ONE TOUCH AND IT'S ALL OVER!


MOVE IT, TAILS! THOSE BADNIKS AREN'T FOOLING AROUND!
UH OH ...
BOY, I REALLY HATE DAYS LIKE THIS ...
ARRRGGGH!
KRZZZKKK!
AARRRGGH!

A LITTLE LATER...
OOOOH! DID YOU GET THE NUMBER OF THAT TRUCK?
SO THIS IS THE FAMOUS SONIC, IS IT? HOW DIS-APPOINTING...
I AM CAPTAIN PLUNDER AND THESE ARE MY MYSTIC CAVE PIRATES!
HELLO SONIC! I KNEW YOU'D COME!
AMY!

I'LL GIVE YOU ONE CHANCE MATEY, OR YOUR LITTLE FRIEND TAKES THE LONG FALL!
SONIC?
ALL RIGHT. YOU'VE MADE YOUR POINT. NOW WHAT DO YOU WANT?
WHY, THE CHAOS EMERALDS OF COURSE!
THE MOST PRECIOUS GEMS ON MOBIUS AND YOU HAVE THEM!
THE CHAOS EMERALDS!? DO WHAT YOU LIKE TO US, WALRUS-CHOPS, DOCTOR ROBOTNIK WILL NEVER GET HIS HANDS ON THOSE GEMS!
I'M NOT WORKING FOR ROBOTNIK, YOU POLTROON! I STOLE THOSE BADNIKS... THAT'S WHAT PIRATES DO!
I WANT THOSE EMERALDS... MAYBE THIS WILL CHANGE YOUR MIND!
HEEELP!


TAILS! YOU CAN FLY YOU IDIOT!
WHAT?
OH YEAH...
NOT MUCH OF A DISTRACTION BUT IT'LL HAVE TO DO!
SPINATTACK... HUH?
CAN'T HURT ME, SONNY BOY! I'M A GHOST, SO I AM!
A GHOST? OH COME ON!
OH FILCH IS A GHOST ALL RIGHT, KILLED HIM MYSELF, SO I DID!
IT WAS MY OWN FAULT FOR TAKING THAT EXTRA BISCUIT, CAP'N!
HE MAY BE A GHOST, BUT YOU'RE NOT!
WHAAAM!

STOP IT, BOTH OF YOU! THIS IS POINTLESS!
SONIC IS NEVER GOING TO GIVE UP THE CHAOS EMERALDS!
WHY DON'T WE JOIN FORCES AGAINST DOCTOR ROBOTNIK?
WE HAVE WAYS OF FINDING OUT ABOUT ROBOTNIK'S OPERATIONS*. WE CAN TELL YOU WHICH AIR FREIGHTERS ARE WORTH ROBBING.
* SONIC'S KINTOBAR COMPUTER CONSTANTLY MONITORS ROBOTNIK'S TRANSMISSIONS — MEGADROID.
AND, IN TURN, YOU MIGHT BE ABLE TO HELP US SOMETIME.
THAT BE A SMART GIRL YOU'VE GOT THERE, POLTROON!
SHE'S NOT MY GIRL!
SOMETIME LATER, AFTER A DEAL HAS BEEN MADE.
PRETTY CLEVER OF AMY, DON'T YOU THINK, SONIC?
HUH, I WAS JUST ABOUT TO SUGGEST IT MYSELF!
THIS DEAL IS GOING TO MAKE YOU A FORTUNE, CAP'N!
I ALREADY HAVE A FORTUNE, FILCH! I ALSO HAVE A PLAN — ONE THAT WILL STILL GET ME THE CHAOS EMERALDS!
THOSE POLTROONS HAVEN'T SEEN THE LAST OF CAPTAIN PLUNDER!
NEXT ISSUE: SLAVE SHIP!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: David Gibbon & Vincent Lowe.

C.J. ELEPHANT FUGITIVE!

game type: PLATFORM
1 PLAYER

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

Enter into a world of pacyderms and platforms from Europe to Africa with Columbus Jumbo (so called due to the explorer Christopher Columbus).

C.J. Elephant Fugitive! is your basic platform game where the objective is to return C.J. to his herd in Africa. As C.J. was elephant-napped from his family and placed in an English zoo, your mission is to guide him from London, around Europe and eventually return him to Africa.

The game comprises of six worlds, each consisting of three levels and an end of level boss. When in London you find yourself having to contend with stroppy businessmen and overhead attacks from pigeons with the usual digestion problems. C.J. starts off with three hearts, which diminish each time you get hit. However, further hearts do appear at random to increase your energy levels. There is an unlimited supply of peanuts to shoot the baddies with, plus a small amount of elephant head bombs. C.J. is also armed with a macho-style umbrella which helps to cushion any long falls!

The enemies and scenery which feature are relevant to the specific countries; you see the Eiffel Tower in Paris and get to fight off snails and hopping frogs, while in Cairo there are the ancient pyramids and nasty mummies.

C.J. Elephant Fugitive! is a fun platformer and should improve your geography. However, although it's ideal if you're a platform game addict, don't expect anything original as it's all been done before. - DG.

FAST FAX

PUBLISHER: CODEMASTERS
PRICE: £21.99

GRAPHICS 81
SOUND 78
PLAYABILITY 76

RAVES: The cheapest Game Gear release ever!
GRAVES: Yet another bog-standard platformer.

OVERALL 79%

ALADDIN

MS

game type: ACTION
1 PLAYER

If you enjoyed Disney's film *Aladdin* you'll be thrilled with the game on the 8-bit Master System, as it closely follows the movie plot. **Aladdin** features you in the lead role and Princess Jasmin reliving the same scenes but with special interludes that are directly from the film with the same text!

The first stage of **Aladdin** features you being chased by a guard for stealing bread from a stall. You have to dodge the dreaded clutches of the guard as you leap over barrels and holes and avoid high and low flying casks.

The other stages have you leaping across rooftops, flying on a magic carpet, travelling in underground passages and the palace itself.

The graphics are superb with wonderful detail and colour and are Disney-like in quality (as are the interlude animation scenes). The tunes will have you tapping your foot to the action and the music is also from the film.

Overall, **Aladdin** is a fun and playable game and the only real downer is the difficulty level, which perhaps the more experienced players may find too easy. - VL.

SUBTERRANIA

game type: ACTION
1 PLAYER

MD

Prepare to play a classic shooter! **Subterrania** is similar in style to a game from the mid-eighties called *Thrust* . As controller, you're in charge of a flying ship which collects parts of a sub and your task is to destroy invading aliens.

There are eight missions to play through; each has varied objectives which range from rescuing stranded miners to collecting special weapons and opening puzzle doors. You are briefed at the beginning of each mission regarding the objectives and are shown a special map revealing where you start and end your mission and what has to be achieved.

The beauty of **Subterrania** is that it involves quite a bit of strategy coupled with arcade action. Because the ship has limited fuel you have to watch out for top ups and limited shields so you cannot ram aliens.

Your cannon can be left to recharge and when rested for a short period, it then delivers more powerful shots.The backdrops are beautifully coloured and the sound is atmospheric.

Subterrania has some of the best action seen yet on the Mega Drive, it is also superbly presented and offers great challenge. Miss it not! - VL.

FAST FAX

PUBLISHER: SEGA
PRICE: £29.99

GRAPHICS 80
SOUND 80
PLAYABILITY 70

RAVES: Just like the movie!
GRAVES: Can be slightly easy for the experienced players.

OVERALL 85%

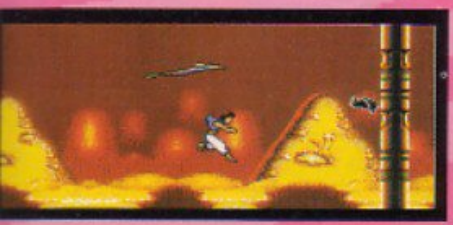
FAST FAX

PUBLISHER: SEGA
PRICE: £44.99

GRAPHICS 90
SOUND 80
PLAYABILITY 80

RAVES: Great playability and a great shooter.
GRAVES: Beginners may find the controls hard to grasp.

OVERALL 85%

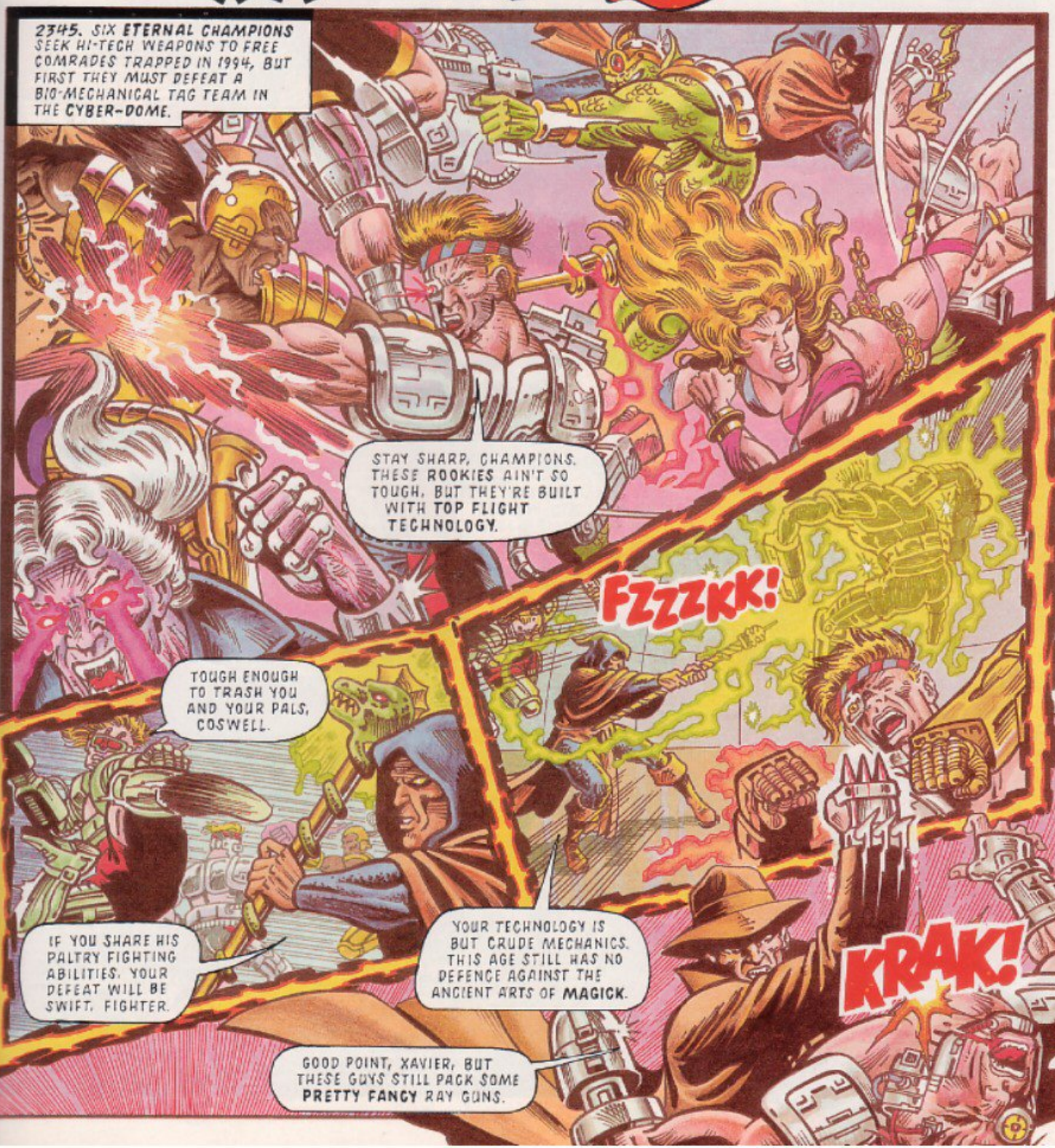


THE ETERNAL CHAMPIONS

武士道

PART 5

SCRIPT: MICHAEL COOK
ART: JON HAWARD
LETTERING: TOM FRAME


2345. SIX ETERNAL CHAMPIONS SEEK HI-TECH WEAPONS TO FREE COMRADES TRAPPED IN 1994, BUT FIRST THEY MUST DEFEAT A BIO-MECHANICAL TAG TEAM IN THE CYBER-DOME.
STAY SHARP, CHAMPIONS. THESE ROOKIES AIN'T SO TOUGH, BUT THEY'RE BUILT WITH TOP FLIGHT TECHNOLOGY.
FZZZKK!
TOUGH ENOUGH TO TRASH YOU AND YOUR PALS, COSWELL.
IF YOU SHARE HIS PALTRY FIGHTING ABILITIES, YOUR DEFEAT WILL BE SWIFT, FIGHTER.
YOUR TECHNOLOGY IS BUT CRUDE MECHANICS. THIS AGE STILL HAS NO DEFENCE AGAINST THE ANCIENT ARTS OF MAGICK.
KRAK!
GOOD POINT, XAVIER, BUT THESE GUYS STILL PACK SOME PRETTY FANCY RAY GUNS.

IN ANY ERA, A GUN MUST FIND ITS TARGET TO BE EFFECTIVE. PHASE SPEED!
MAYBE NOT, JETTA. OUR BATTLE'S GIVEN THE ARENA GUARDS TIME TO REGROUP. NO WAY WE CAN REACH THE AMMO STORE NOW.
UNLESS... THESE GUNS ARE PRIMED AND LOADED. THEY'RE ALL WE NEED TO FREE SHADOW.
A USELESS ACTION! THE WEAPONS ARE BIO-WELDED TO THEIR BODIES. IT WOULD TAKE MICRO-SURGERY TO REMOVE THEM.
JON HAWARD
IT NEED NOT TAKE SSO LONG...

KKRUNKK!
ONE SIMPLY ISOLATES THE WEAPONS!
ARRGHH!
IT ISS DONE!
THEN WE'RE OUTTA HERE.
NO WAY, COSWELL. WE AIN'T FINISHED YET. NO CYBER-FIGHTER SIDES WITH FREAKS AND MISFITS LIKE YOU DO.
WE'RE READY, RAX. CO-ORDINATES SET FOR NAKANO INDUSTRIES.
ANOTHER TIME, BIG SHOT. ME AND YOU. ONE ON ONE.
I'LL BE WAITING, TRAITOR!
1994, TOKYO.
LOT SIMPLER BREAKING OUT THAN BREAKING IN!
STAY ALERT! NAKANO WILL NOT LET US GO WITHOUT A FIGHT.
ENERGY DEFENCES!
SLASH READY.

COOL IT, SLASH. IT'S JUST THE SEVENTH CAVALRY COME TO THE RESCUE.
SHADOW! YOU'RE SAFE!
NAKANO INTERROGATED US ABOUT THE BIO-KEY. HIS WORK IS PROGRESSING BUT INCOMPLETE.
WE WIPED AS MUCH AS WE COULD FROM HIS FILES, BUT HE MAY ALREADY BE WORKING ON PROTOTYPE WEAPONS.
THEN WE GOTTA TRASH WHAT HE DOES HAVE BEFORE IT CAN DEVELOP INTO OVERLORD TECHNOLOGY.
IS THIS BIO-KEY STUFF REALLY SO DANGEROUS THAT WE SHOULD GO BACK IN THERE?
IN THIS TIME, YES. IT COULD NOT ONLY SOW THE SEED OF FUTURE DESTRUCTION, BUT CAUSE UNTOLD CARNAGE IN THE PRESENT.
SLASH STILL NOT UNDERSTAND.
RUMBLE!
THEN LET ME ENLIGHTEN YOU, NEANDERTHAL. IT'S REALLY VERY SIMPLE.

BIO-KEY PLACES HARD MECHANICS UNDER DIRECT ORGANIC CONTROL.
NEURAL SENSORS SCAN MY MIND PATTERNS FOR BATTLE ORDERS.
BLAMM!
BOOM!
NAVIGATION CONTROLLERS MAP MY CHOSEN FLIGHT PATH DIRECT FROM THE SURFACE OF MY BRAIN.
I CAN LOCK AND LAUNCH MISSILES WITH A THOUGHT AND A GLANCE. MACHINE AND MIND WORK IN COMPLETE HARMONY.
YOU CAME TO NAKANO INDUSTRIES TO STOP THE FUTURE OF BIO-KEY WEAPONS. YOU ARE TOO LATE.
THE FUTURE IS HERE!
NEXT: BRAK-KA-BOOOMM!

NEWS Zone

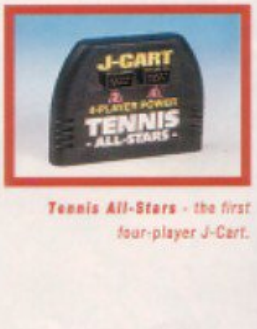
A CART BUILT FOR FOUR

J-CART BRINGS FRIENDS TOGETHER!

Playing Sega games on your own can be entertaining, but for a laugh and a half of full-cream fun there's nothing like taking on a friend - or three. Unfortunately, there are very few multi-player Sega games around. The few that are available can only be enjoyed by more than two players if you buy a special piece of hardware (such as Sega's *Multi-Tap* or Electronic Arts' *4-Way Play*, at a cost of £25.00 and £20.00 respectively). So far only Tengen's *Gauntlet IV* works with both adaptors.

Many hands make for more fun with Codemasters' J-Cart.

But wait! Codemasters have announced **J-Cart** for the Mega Drive. Every **J-Cart** comes with its own built-in four-way play facility, so as long as you have the friends (and Control Pads) you can enjoy the thrills and spills of multi-player action - and all for the price of the standard cartridge.



Tennis All-Stars - the first four-player J-Cart.

The first **J-Cart** release will be **Tennis All-Stars** in May. Two other **J-Cart** titles in production are **Micro Machines 2** and **Psycho Pinball**, for release later this year.

The **J-Cart** adapter can't be used with any other cartridge, but the fact that a four-player option comes free with certain Codemasters' games shouldn't be sneered at.

BLASTING THE PAST

CLASSIC BLASTER HEADS FOR 8-BIT CONSOLES

Codemasters have at last set a release date for the Master System and Game Gear conversions of **Dropzone**, a shoot-'em-up along the lines of the classic Williams' arcade machine *StarGate* (the sequel to *Defender*).

The idea is to protect and rescue scientists, who are in constant danger of being abducted from a planet's surface and eaten by hungry aliens. You control a spaceman with a laser gun, a jet-pack, a limited supply of smart bombs and an invisibility cloak. There are no power-ups to collect or bonus levels to play - it's hard, fast and furious blasting action plain and simple, with plenty of points to score as you take on the relentless waves of bullet-spewing aggressors.

Dropzone may not look or sound up to much, but it's every bit as playable now as it was when it was first released on the Commodore 64 and Atari 800 in 1985. Just how well the Sega versions shape up remains to be seen in June when **Dropzone** is released.

VIRTUA FIGHTER STORMS THE ARCADES

THE FUTURE OF SIMULATED COMBAT?

Have you seen Sega's **Virtua Fighter** in the arcades yet? Woooah! It's some mean machine - perhaps the best one-on-one combat simulator yet. What makes **Virtua Fighter** stand out from the *Street Fighter II* crowd is its television-like presentation. The eight characters are built from polygons, which makes them look as though they are carved from wood, but their movements are amazing! It's a new level of realism. A 'camera' follows the action and somehow it manages to zoom in and out and pan around to present a film-like view without ever getting in the way.

The fighters are as follows . . . Akira is best described as a Ryu-like character, Kage is a ninja, Pai's a sort of Chun Li-ish type, Jacky's a blond, spiky-haired chap, Jeffry is bearded with dreadlocks, Sarah's a lean, mean lady, Lau's a despicable-looking dude with a moustache and a pony-tail, and Wolf has pointy teeth.

Control buttons have been kept to a minimum - one for punches, one for kicks and one for defence - but many different combinations are possible. The characters all have their own variations of half-a-dozen or so special moves (such as a throw and the ability to jump on a fallen opponent - a sight to behold!) plus their unique 'powers'.

A conversion of **Virtua Fighter** for Sega's new super-duper Saturn machine is happening right now, and it's said to be almost as good as the arcade machine! A Mega Drive version will only be considered if **Virtua Racing** is successful when it's released this month (some technical experts predict that it would have to be priced at almost £100 to cover the cost of the Sega Virtual Processor inside the cartridge, which helps the Mega Drive run the 3D shape stuff at a playable speed).

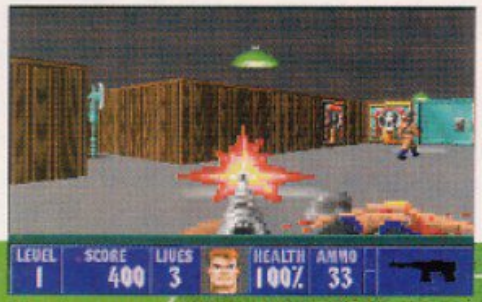
In the meantime, look out for the **Virtua Fighter** arcade machine - it's as impressive to watch as it is to play, and it could redefine the way some people think about arcade action.

IMAGINATIVE IMAGINEER

NEW TITLES TARGETED AT MEGA DRIVE

As mentioned in STC a month ago, Imagineer have at least six games in development for the Mega Drive, kicking off with **Kick Off III** (seen here) in May. So far only one other title has been announced, and that's **Wolfenstein**, for release later this year.

Wolfenstein first appeared for the IBM PC compatible computers in 1992 when it received a strong cult following. It's an atmospheric three-dimensional shooting gallery where the action is viewed as though the player were there. Captain William J 'BJ' Blazkowicz is an American soldier trapped deep in the belly of a German dungeon during the Second World War. Armed only with a knife and a hand-gun, he must negotiate Castle Wolfenstein's maze-like floors (complete with secret passages) and take on the swarms of German soldiers in an attempt to escape and prevent an Allied defeat. Fortunately, along the way he can collect more powerful weaponry including two types of machine gun (and one of them is a real beefy beast).



The 3D blasting action of Wolfenstein on the IBM PC compatibles (and the Mega Drive is looking very similar).

Kick Off III: created by Anco and released by Imagineer.

PLUG IN AND PLAY?

IS A 'UNIVERSAL' VIRTUA CART ON THE WAY?

Sonic The Comic would never stoop so low as to blow mere speculation out of proportion for the sake of a story. But here is a morsel of gossip that we hope has fallen from a veritable banquet table . . .

Rumour has it that Sega has been considering the possibility of releasing **Virtua Racing** as a plug-through cartridge. This would mean Sega selling a special cartridge featuring the new Sega Virtual Processor (used to drive the 3D polygon shapes), then the **Virtua Racing** cartridge - and theoretically further Virtua releases - would be purchased separately and plugged straight in to the SVP cartridge. Obviously, there would be an extra one-off cost for the SVP cartridge, but it would mean that the price of **Virtua Racing** - and subsequent polygon-based releases - would be kept to a more desirable level (see '**Virtua Fighter**' item).

The bad news is that the plug-through approach may not be implemented because it opens up the possibility of other development teams utilising Sega's technology for their own polygon-driven games. That said, the potential for decent 3D games could extend the life of the Mega Drive, especially when you consider that publishers are already turning their attention to Sega's new Saturn machine. Existing polygon-based games such as *LHX Attack Chopper* and *Hard Driving*, which are slow and clumsy, would benefit enormously from the extra processing power (though those titles would need to be rewritten).

Fingers crossed that Sega plumps for the plug-through system.

SHORT BURSTS NEWS

ACCLAIM ACTIVITIES

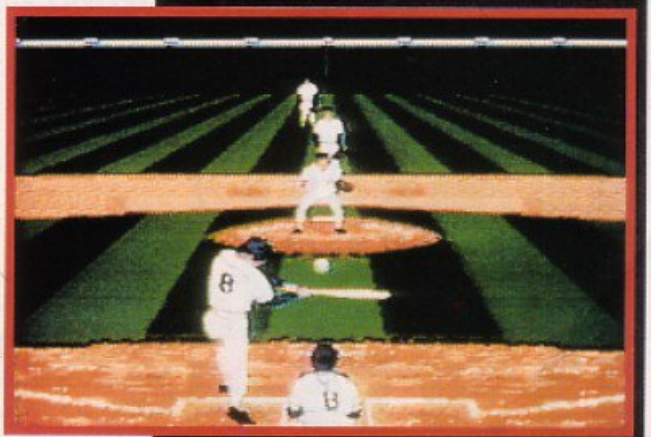
Don't hold your breath . . . There we were expecting to see Acclaim's new Mega Drive soccer simulation, **Ryan Gigg's Soccer**, in January but it turned out that it s release was around Easter . . . Acclaim's Mega Drive American Football simulation **NFL Quarterback Club** (written by Park Place of *John Madden* fame) has been put back to June . . . **Maximum Carnage**, the new **Spider-Man** adventure for the Mega-Drive, is now due for release in September.

And from the 'old' Acclaim titles to the new . . . In the same month, and also for the Mega Drive, we can expect to see two new games starring key figures from *The Simpsons* television show. In **Virtual Bart** - surprise - Bart Simpson enters the wacky world of Virtual Reality. "It's very bizarre," says an Acclaim spokesperson, "but that's all I can say for now." **Itchy And Scratchy** on the other hand is a platform-based affair in which the cat and mouse duo remain the best of enemies and attempt to beat each other senseless - all in the best possible taste of course.

Finally, from Acclaim for the Mega Drive in September, there's **Stargate** which is based on the new big-budget science fiction film directed by Roland Emmerlich (anyone remember the terrible '*Moon 44*'?) starring Kurt Russell as a futuristic soldier.

SONY'S SOCCER SOLACE

Sports fans who are sick to the back teeth with World Cup soccer overkill may wish to seek solace in yet another addition, the already over-subscribed Baseball and American Football scenes . . . Sony Electronic Publishing is releasing **ESPN Baseball Tonight** and **ESPN Sunday Night NFL** for the Mega Drive and Mega-CD this month. Both simulations feature 28 teams of digitised athletes plus full leagues, seasons and tournaments, and unique footage and commentary from the ESPN sports network.



***ESPN Baseball Tonight** - and every night!*

WINNERS' TAKE ALL!

STC's 'Winners' Take All' Tomy competition back in issue 13 proved to be another big hit with you Boomers. So without further ado, congratulations to the following prize winning entrants whose details were pulled from one of Sonic's old power sneakers.

15 Top Prize Winners

will each receive a Bumper Prize Bundle of:

* Supersonic Pinball Game
* Cuddly Sonic (40cm)
* Cuddly Tails (35cm)

Christopher Brain, Blackbird Leys, Oxford.
Nathalie Doyle, Edinburgh, Scotland.
J Francis, Carmarthen, Dyfed, Wales.
Daniel Hyde, Rickmansworth, Herts.
Sarah Jarratt, Selsey, West Sussex.
Stephen Khanoagh, Aspley, Nottingham.
John Lewis, South Ockendon, Essex.
Owen Moore, Newport, Gwent, Wales.
Chelsey Newsom, Hull, South Yorkshire.
Andrew Owens, Penyffordd, Chester.
Ryan Pape, Broomfield, Essex.
Wayne Potts, Hertford, Herts.
Danny Roche, Langney, East Sussex.
Mark Rushton, Southport, Merseyside.
Ricky Shelton, South Wigston, Leicester.

The circles indicate where the 10 differences occured, as spotted by the eagle-eyed winners.

30 2nd Prize Winners

will each receive:

* Medium-size Cuddly Sonic (25cm)

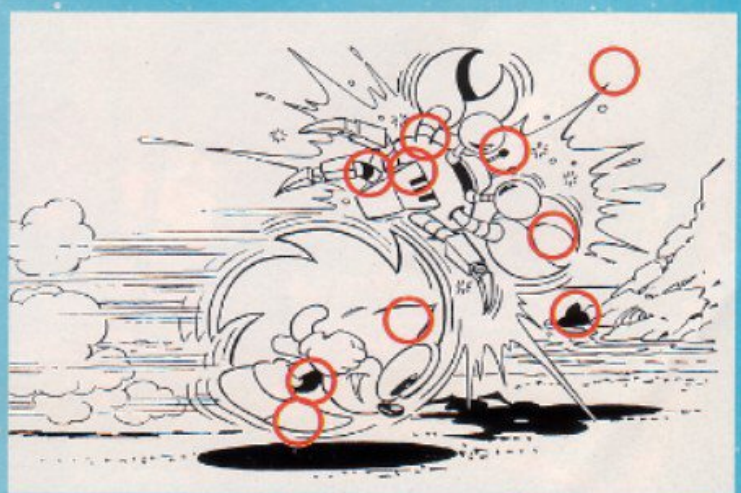
Gareth Allen, Radcliffe, Manchester.
Allan Bartlett, Tomatin, Inverness, Scotland.
Sam Bench, Shifnal, Shropshire.
D Burke, Knocknagoshil, Co.Kerry, Ireland.
Mathew Black, Kettering, Northants.
Ricky Brown, Amesbury, Wiltshire.
Chris & Simon Caddick, Sheerness, Kent.
Donnie Cameron, Edzell, Angus, Scotland.
A Clowes, Oldham, Lancs.
Andrew Heath, Garforth, Leeds.
Sean Hewitt, Whitton, Twickenham.
Danny Holmes, Woodford Halse, Northants.
Christopher Jones, Chesfunt, Herts.
Sean Keogh, Wolverhampton, W Midlands.
John Lewis, Erdington, Birmingham.
Adam McBride, Orrell Park, Liverpool.
C McMahon, Whins of Milton, Stirling, Scotland.
K Milne, Kings Lynn, Norfolk.
Mathew Mynors, Frinton-On-Sea, Essex.
Paul Napleton, Abbeywood, London.
Sam Oakes, Chapeltown, Sheffield.
Chris Ramsey, Newport, Gwent, South Wales.
John Reynham, Benfleet, Essex.
Robert Rose, Sleaford, Lincs.
David Seston, Killeenan, Derry, N Ireland.
Sam Walsh, Reading, Berks.
Nathan Trachiomowicz, Littleover, Derby.
Paul Ward, Hackenthorpe, Sheffield.
Andrew West, Loughborough, Leicestershire.
Duncan Wilkie, Greenwich, London.

40 Runners-Up

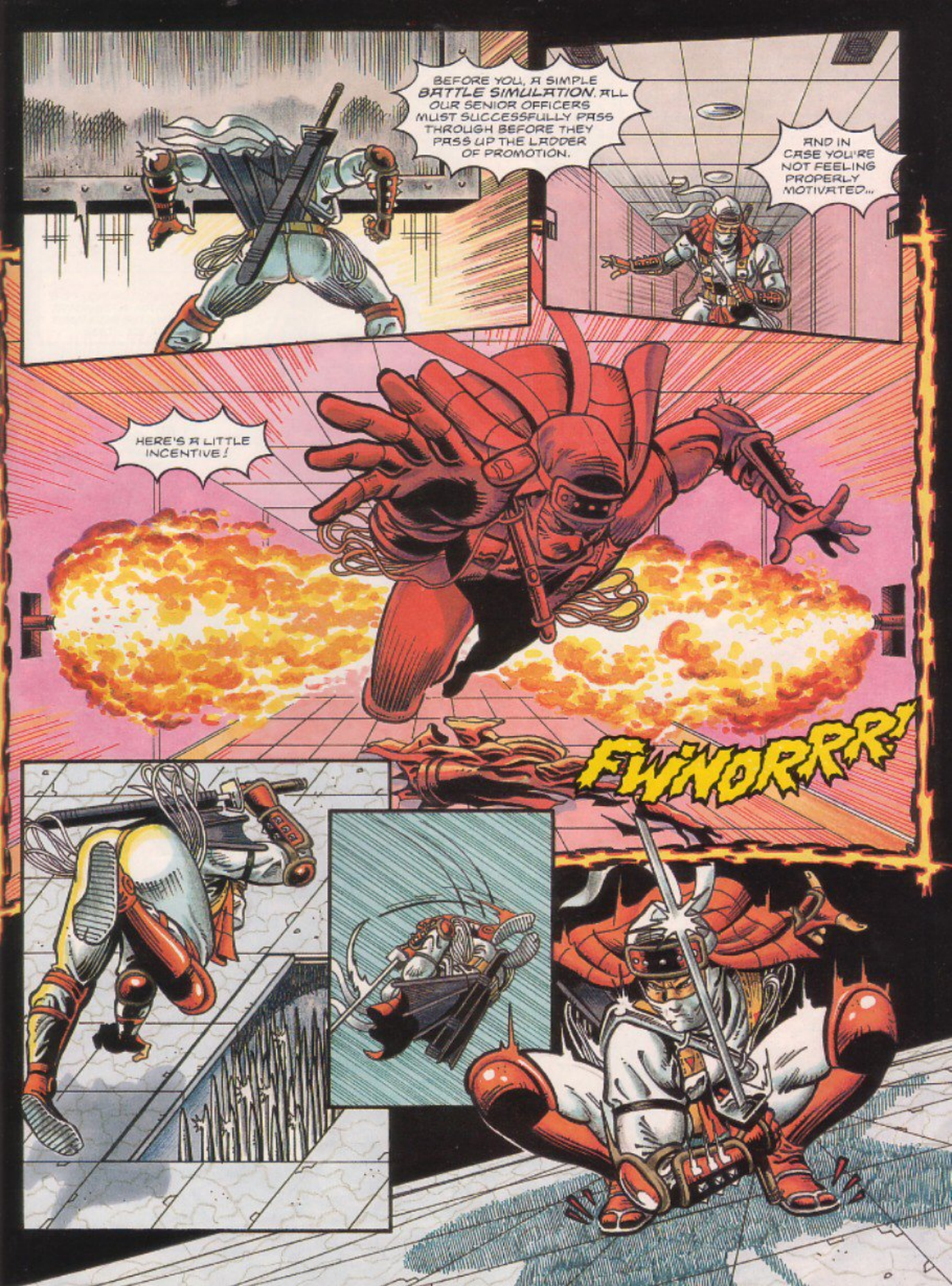
will each receive:

* Sonic Water Wizard Games

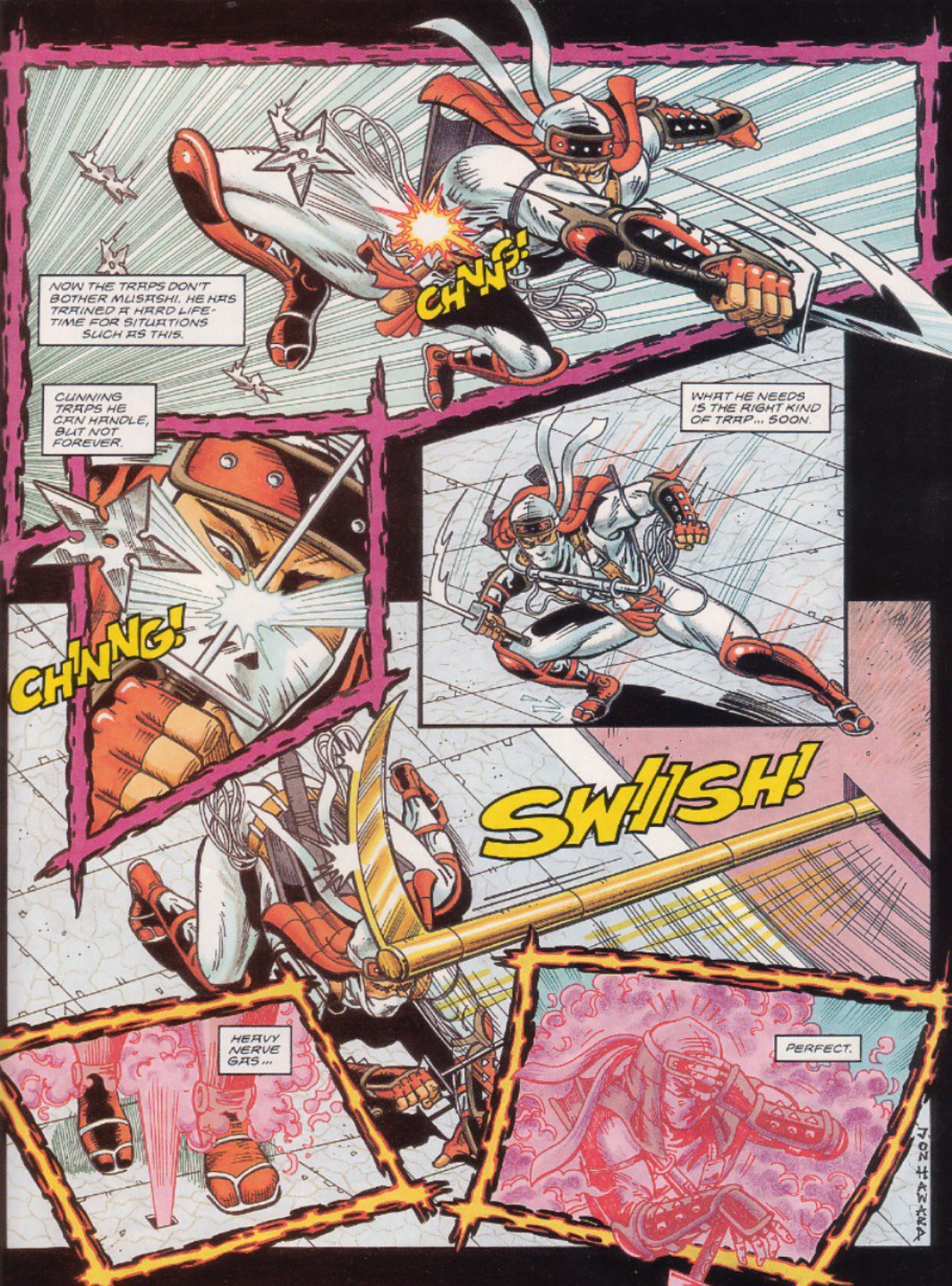
Ryan Ashton, St Helen's, Merseyside.
Andrew Ashworth, Accrington, Lancs.
Thomas Belmead, Cleethorpes, S Humberside.
Ian Bufton, Irthlingborough, Northants.
Alex Bushell, Slaithwaite, Huddersfield.
Mathew Capewell, Halesowen, Birmingham.
Tim Capper, Canterbury, Kent.
Callum Chalk, Duddington, Edinburgh, Scotland.
Amy Clarke, Addlestone, Addlestone, Surrey.
Graham Clements, Diss, Norfolk.
J Clenwan, Gosport, Hants.
Andrew Corlett, Maidstone, Kent.
Sebastian Cowie, Orpington, Kent.
Robert Duckworth, Burnley, Lancs.
Sam English, Southmead, Bristol.
Ben French, Lowestoft, Suffolk.
Daniel Gibson, Walsgrave, Coventry.
Andrew Graves, Groon, Lincoln.
Jayson Greer, Jarrow, Tyne & Wear.
Ray Harlen, East Ham, London.
Michael Hingley, Dudley, West Midlands.
Daniel Hughes, Prestatyn, Clwyd, Wales.
Mathew Kibbit, Downham Market, Norfolk.
Sarah Knights, Soran St Neots, Cambridge.
Eddie Luck, Reading, Berks.
Michael Moon, Hyde, Cheshire.
Ian McLaser, Cleethorpes, South Humberside.
Stephen Montgomery, Falkirk, Scotland.
Gareth Moore, East Holgate, York.
John Nutt, Peterborough, Cambridgeshire.
Christopher Robinson, Leeds, West Yorkshire.
Robert Sealey, Newmarket, Suffolk.
Ben Searle, Petersfield, Hants.
Gerry Shields, Spring Hill, Birmingham.
Ronan Smyth, Newry, Co. Down, N. Ireland.
Greg Stitt, Dumfries, Galloway, Scotland.
Christopher Wallis, Holbeck, Leeds.
Paul Walters, Newark, Nottingham.
Michael Wilcox, Ongar, Essex.
Chris & Ian Woolnough, Sholing, Southampton.

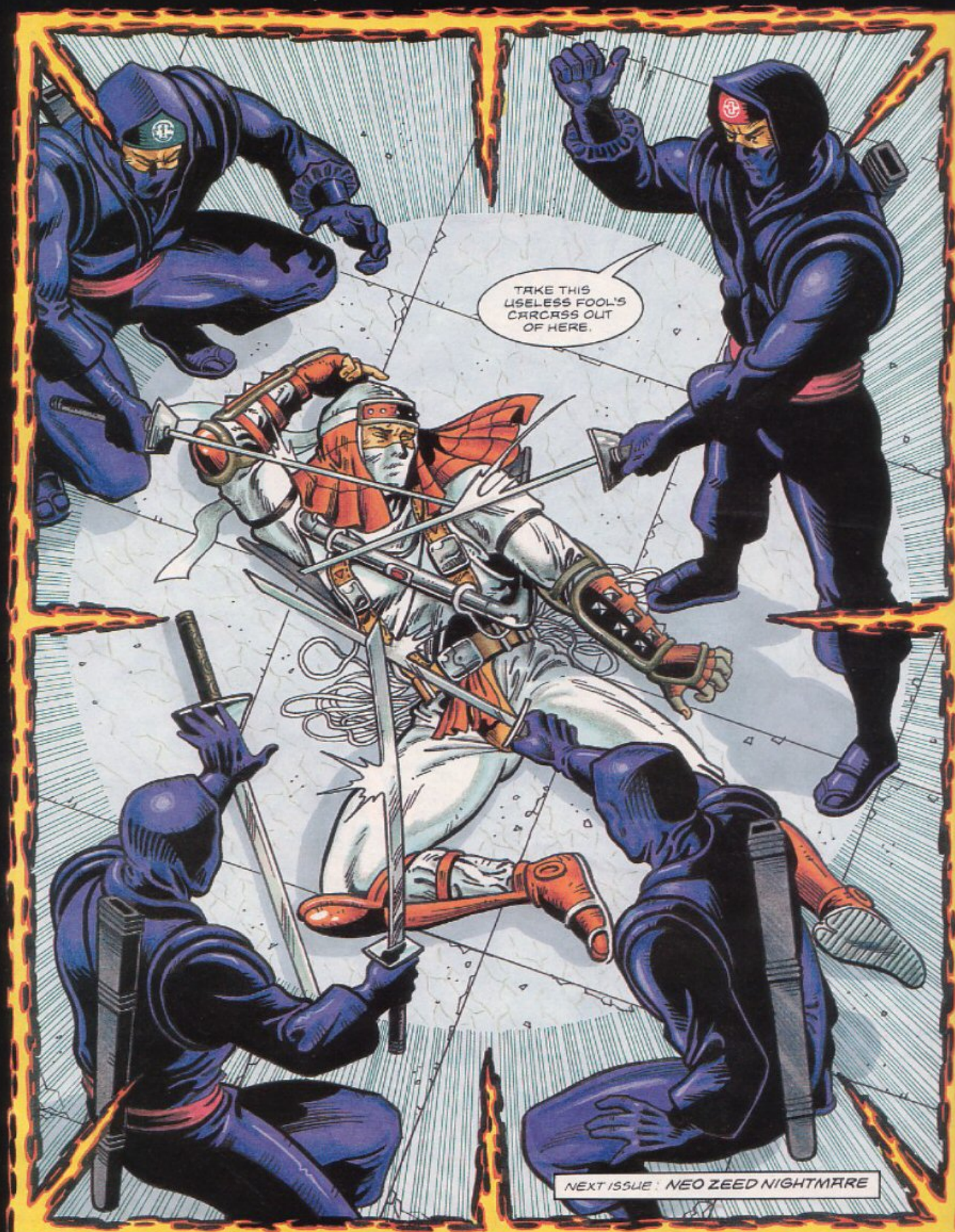


Shinobi
The ART OF WAR
Part 5
JOE MUSASHI, DISGUISED AS A WARRIOR OF THE EVIL NEO ZEED, IS TRAPPED IN A SEALED SECTION OF CORRIDOR IN THE NEO ZEED HQ.
YOU ARE A FOOL, MUSASHI...
YOU FORGOT THE SAGE SUN-TZU'S FUNDAMENTAL RULE...
RIPP!
"I NEVER BATTLE AN ENEMY ON HIS HOME GROUND"...
DON'T WASTE YOUR STRENGTH. THERE IS NO ESCAPE.
IF YOU WISH TO BATTLE THE NEO ZEED, FIRST YOU MUST PROVE YOURSELF WORTHY.


BEFORE YOU, A SIMPLE BATTLE SIMULATION. ALL OUR SENIOR OFFICERS MUST SUCCESSFULLY PASS THROUGH BEFORE THEY PASS UP THE LADDER OF PROMOTION.
AND IN CASE YOU'RE NOT FEELING PROPERLY MOTIVATED...
HERE'S A LITTLE INCENTIVE!
FWNORRR!

MOUNT HOTAKA, HONSHU. FIVE YEARS EARLIER.
ATTACK ME.
KEEEAI!!
SENSEI! ARE YOU HURT?
NO, BUT YOU'RE DEAD.
IT MATTERS NOT WHAT AN ENEMY THINKS OF YOU. USE ANY TRICKERY TO WIN.
ONLY THEN WILL YOU LIVE AS LONG AS ME.


NOW THE TRAPS DON'T BOTHER MUSASHI. HE HAS TRAINED A HARD LIFE-TIME FOR SITUATIONS SUCH AS THIS.
CHNNG!
CUNNING TRAPS HE CAN HANDLE, BUT NOT FOREVER.
WHAT HE NEEDS IS THE RIGHT KIND OF TRAP... SOON.
CHNNG!
SWIISH!
HEAVY NERVE GAS...
PERFECT.
JON HAWARD


TAKE THIS USELESS FOOL'S CARCASS OUT OF HERE.
NEXT ISSUE : NEO ZEED NIGHTMARE

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q zone for hints, tips, and help with your favourite Sega games.

Q Zone presents a new service for the masses of Boomers who deluge STC requesting help with all the various Sonic The Hedgehog games. Q Zone will be taking individual Sonic games and putting them under the microscope with detailed instructions on how to get through the various zones, special stages, bosses, etc. Stand by to have your Sonic problems solved!

SONIC Solved

Sonic Chaos

MS GG

Part 1 - THE ZONES

TURQUOISE HILL ZONE

ACT 1

An easy course to start you off.

Things to look out for:-

- Two pairs of Sonic's new Rocket Shoes.
- Hidden TVs with Invincibility and an Extra Life.
- A Mobius Strip.
- A high ledge that leads to a secret hoard of four TVs containing rings.

Things to watch out for: -

- Spring Snails which bounce you upwards and usually into a sneaky Buzz.
- A Hidden passage that drops off onto spikes.
- Springs hidden in the ground that suddenly push you up when you walk over them.
- Spiteful spikes that pop out of the ground.
- Stingers that loiter in mid-air just waiting to let you have it!

ACT 2

Things to look out for:-

- TV's containing two sets of Rocket Shoes, an Invincibility, an Extra Life.
- Two connected Mobius Strips.

Things to watch out for:-

- Stingers.
- Spikes.
- Walking poppers.
- Hidden springs.

As in Act 1 this stage has a lot to offer and you should check out the higher and lower platforms

ACT 3

It's Boss time!

Make sure you have collected any rings you can along the way to this boss.

You get to tango with two Mobius strips, Spikes, sneaky spring traps where you fall into a chamber and use springs to launch yourself out. For those of you with a hankering for the unexpected there is a TV with ten rings to be found.

As for defeating the Big Bad Boss, wait for Part 4 of this Sonic Chaos guide.

GIGALOPOLIS ZONE

ACT 1

This stage is ENORMOUS!

You start to get a feel for the sheer size and challenge awaiting you in Sonic Chaos. Gigalopolis has a starry feel to it and the goodies are just packed in for you to discover.

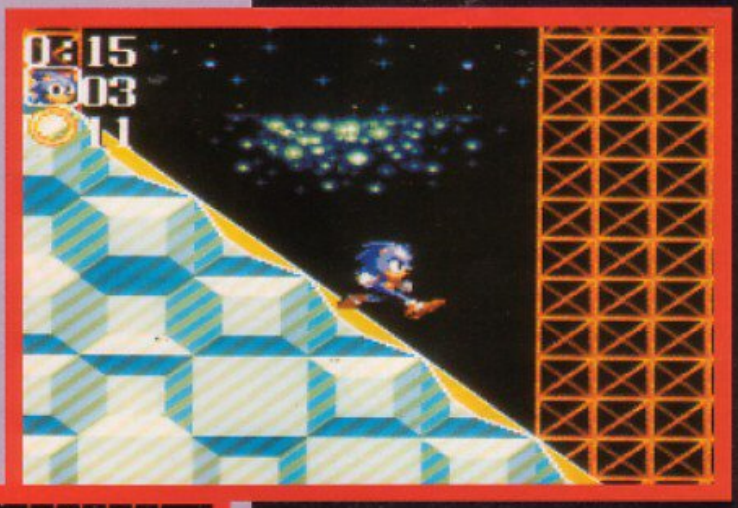
Things to look out for:-

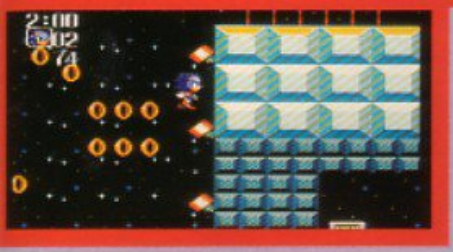
- TV's abound. Look carefully for 16

ontaining rings, an
xtra life, Invincibility
nd Rocket Shoes.

hings to watch out
or:-
Hidden floor springs.
Extended loops.
Spikes.
Plus a new nasty to
take out or avoid.

you want to get the
est out of Sonic Chaos
member that you can
sually go through a





tage in around three ways - top, middle and
ottom. You are sure to find goodies hidden away
bove or below you as you get further into the
ame.

CT 2

hings to look out for:-
Plenty of rings to collect, many of them in the top third of the stage.
TVs with - one Sonic life, three pairs of Rocket Shoes, one Invincibility and eight with rings.
Hidden chambers packed with rings and springs as well as loops, tunnels, slip sliding walkways, spikes, and a fast chamber with springs on the ceiling and floor (my favourite stretch is the top of a tunnel with 54 (yes 54!) rings scattered along its length).

ACT 3

Time to take on another of Robotnik's cronies. Getting to him is easy - you just follow your (or rather, Sonic's) nose.

You will see a moving platform just before you go into one of three tunnels. Jump on it and leap off onto the top of the loop to your left. You will not be able to see yourself but you will hear that you hit something in the centre of the loop. Jump straight up and break it to get the Fast Shoes, then run hard right to the boss.

SLEEPING EGG ZONE

ACT 1

This is a pretty weird looking zone.

Make your way across by breaking through blocks, as well as taking out those ever present nasties!

Things to look out for:-
- There are TV's galore but you'll find they are getting harder to reach!
- Look for two TV's containg Rocket Shoes - one with an Invincibility and five with rings.
- Sonic's new Pogo stick. This allows him to bounce high and then leap off at the top of the bounce to even higher ledges!

Things to watch out for:-
Evil new nasties!

ACT 2

Most goodies in this zone are in the top third of the stage. Watch your step as there are more than enough nasties ready to bump you off! The route through is tricky. Learn to use the Pogo in tight spots.

Things to look out for:-
- TVs: Invincibility (two), rings (ten), Rocket Shoes (one) and an extra life (one).

Things to watch out for:-
- Bricks.
- Floor springs.
- Bounding Badniks.
- Lethal floor traps gaps.

ACT 3

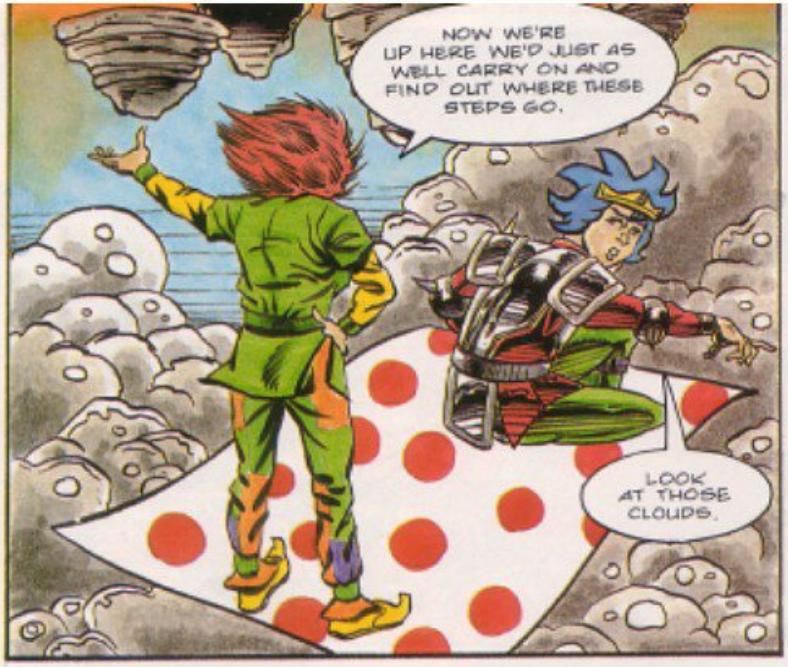
Things to look out for:-
- TV with an Extra Life.
- A bounder bumper to zoom off.
- Four TVs with rings.

At the end of the stage lies your first real battle with Dr Robotnik and, boy, is he going to be one tough cookie to crack!

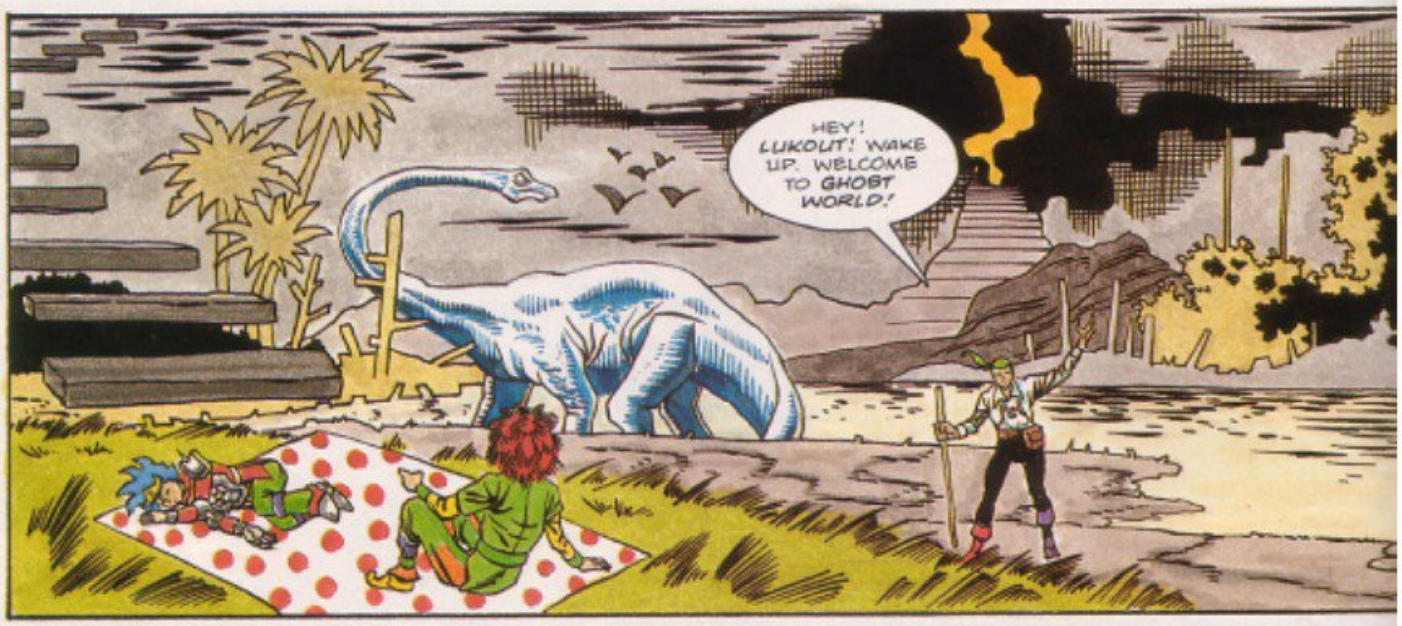
NEXT ISSUE:
SONIC CHAOS PART 2

WONDER BOY
in GHOST WORLD part 2
SHION THE WONDER BOY HAS TRAVELLED TO THE SKYROCK MOUNTAINS WHEN HE'S HEARD GHOSTS WERE ATTACKING PEOPLE THERE.
COSMOLOGIST LUKOUT IS SHOWING SHION WHERE THE GHOSTS ARE COMING FROM WHEN...
RAAARGH!
BLAZES!
YIKES! CAN'T KEEP MY BALANCE! THESE STEPS ARE MUCH WOBBLIER THAN...
OH, NO! FALLING INTO THE VOID BETWEEN WORLDS!
WHERE AM I GOING TO END UP NOW?
...THE FLOATING STONES IN DEMON WORLD!*
*SEE STC ISSUES 2-9 – MEGADROID.
Script: Mark Eyles Art: Bojan Djukic Lettering: Elitta Fell

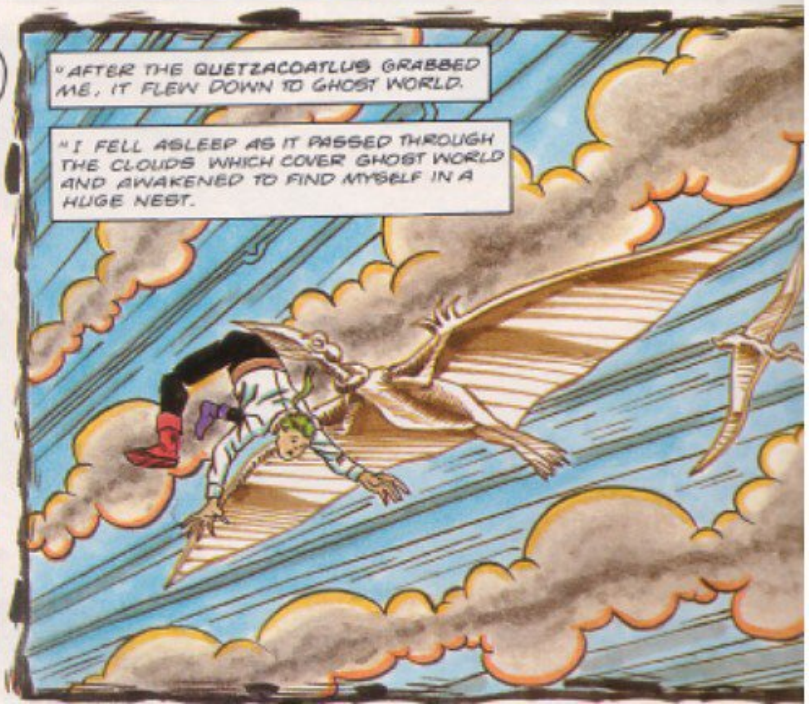
LAWKS! I'D BETTER RESCUE THE YOUNG WHIPPER-SNAPPER!
LOOKOUT BELOW!
HOLD ON, SHION, I'M COMING.
WHO? LUKOUT!
WHAT ARE YOU DOING HERE?
THAT WASN'T VERY CLEVER, YOUNG SHION. NOW I'M GOING TO HAVE TO RESCUE YOU.
WHERE'S THAT HANDKERCHIEF GONE?
HANDKERCHIEF?
A MAGIC HANDKERCHIEF. IT'S THE SORT OF THING A PERSON WHO LIVES ON FLOATING MOUNTAINS ALWAYS CARRIES.
ALLAHKHAZAM
BE CAREFUL NOT TO BLOW YOUR NOSE ON IT BY MISTAKE.
WOW! A FLYING CARPET-ER, HANDKERCHIEF!
B-DOOM!

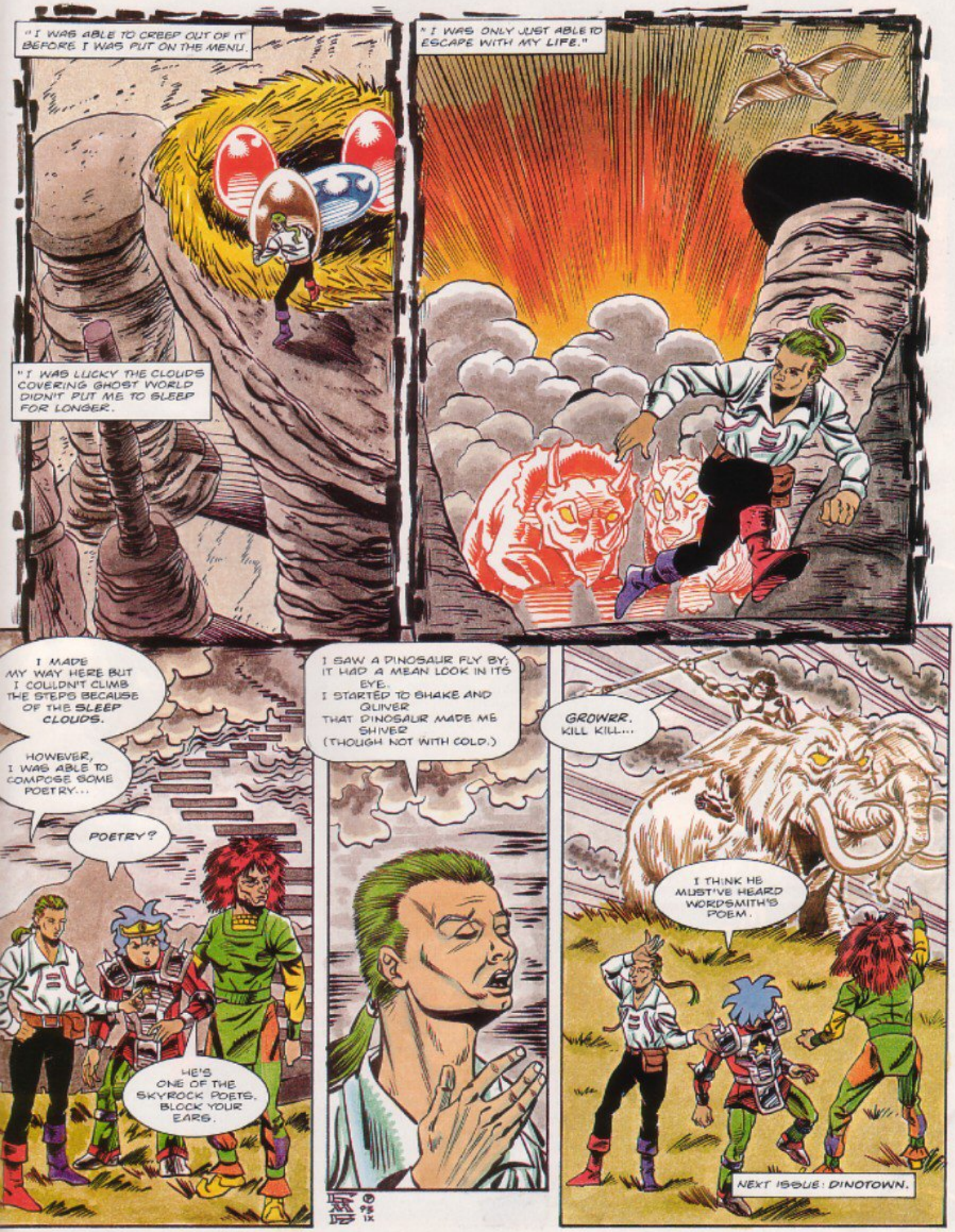

NOW WE'RE UP HERE WE'D JUST AS WELL CARRY ON AND FIND OUT WHERE THESE STEPS GO.
LOOK AT THOSE CLOUDS.

YAWN. I FEEL REALLY SLEE...
ZZZZ


HEY! LUKOUT! WAKE UP. WELCOME TO GHOST WORLD!

WORDSMITH! WE THOUGHT YOU WERE DEAD FOR SURE WHEN THAT PTERADACTYL CARRIED YOU OFF.
QUETZACOATLUS.
BLESS YOU.
NO. THAT'S THE NAME OF THE THING THAT CARRIED ME OFF.


"AFTER THE QUETZACOATLUS GRABBED ME, IT FLEW DOWN TO GHOST WORLD.
"I FELL ASLEEP AS IT PASSED THROUGH THE CLOUDS WHICH COVER GHOST WORLD AND AWAKENED TO FIND MYSELF IN A HUGE NEST.


"I WAS ABLE TO CREEP OUT OF IT BEFORE I WAS PUT ON THE MENU.
"I WAS LUCKY THE CLOUDS COVERING GHOST WORLD DIDN'T PUT ME TO SLEEP FOR LONGER.
"I WAS ONLY JUST ABLE TO ESCAPE WITH MY LIFE."
I MADE MY WAY HERE BUT I COULDN'T CLIMB THE STEPS BECAUSE OF THE SLEEP CLOUDS.
HOWEVER, I WAS ABLE TO COMPOSE SOME POETRY...
POETRY?
HE'S ONE OF THE SKYROCK POETS. BLOCK YOUR EARS.
I SAW A DINOSAUR FLY BY; IT HAD A MEAN LOOK IN ITS EYE.
I STARTED TO SHAKE AND QUIVER
THAT DINOSAUR MADE ME SHIVER
(THOUGH NOT WITH COLD.)
GROWRR. KILL KILL...
I THINK HE MUST'VE HEARD WORDSMITH'S POEM.
NEXT ISSUE: DINOTOWN.

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

One For The Ode

I love Sonic the comic
And those who don't are moronic!
Sonic never fails in his quest,
That blue hedgehog is by far the best,
But the way he treats Tails is quite chronic!
Carla Padmore, Anstey, Leics. MD owner.
Sonic Water Fun Game Winner.

Thanks Carla for your ditty
Even though it was quite bitty
Until the next time that you write
I'll keep your memory burning bright.

How Much Is That Dino In The...?

Dear STC,

I have a query about the price of the *Jurassic Park* MD game that was reviewed way back in issue eight of STC. In the review the price was quoted as £29.99, but I have seen it in the shops for £49.99. I am sure it is the same game so which price is right?

Sally Antell, Castle Cary, Somerset.
Sonic Water Fun Game Winner.

£49.99 is the right price. Those humes-who-think-they're-in-charge claim that the prices alter occasionally. Typical hume excuse, if you ask me Sally.

Recognise this rebel with two tails?
Stuart Huckle, Shorncliffe, Folkestone.
Sonic Water Fun Game Winner.

Calm Palmer

Dear STC,

I thought that the **Tails** strip: **The Land Beyond** was cool, but was disappointed when it finished in issue 21. Also, I thought you might be interested to know that whenever I get angry I read your comic and it calms me down.

Nicholas Palmer, Compton, Surrey.
Sonic Water Fun Game Winner.
P.S. I've enclosed 10p for Megadroid.

As much as it pains me, please refrain from sending money, as it only gets pilfered by the editor who's saving up for a holiday to Bridlington. (Incidentally, he assures me that Tails will return.)

Never mind the...Boomtown Rats, here's Sonic the Punk.
Lee Hutchins, Tile Cross, Birmingham.
Sonic Water Fun Game Winner.

Doubting Alan

Dear STC,

I have been an avid reader of yours since issue three and have found STC to be the best magazine I've seen. The only problem, however, is your letters page. You have pointed out that there isn't enough room to print every letter and yet sometimes you make up your own letters, claiming they're from Doctor Robotnik.

Alan Brooks, Bletchley, Milton Keynes.
MD owner.
Sonic Water Fun Game Winner.

These are pseudonyms, Alan, sent in by humerous humes.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE...

SONIC
SETS SAIL ON THE SLAVE SHIP

ETERNAL CHAMPIONS AND SHINOBI
REACH THEIR THRILLING CLIMAX

WONDER BOY
GHOST-BUSTING THE DINOS

PLUS
MORE REVIEWS, NEWS,
Q ZONE - PART 2 OF THE
SONIC CHAOS SOLUTION

SONIC THE COMIC 24
ON SALE SATURDAY, 16th APRIL.
£1.10

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....
SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....
would make a great comic strip in STC

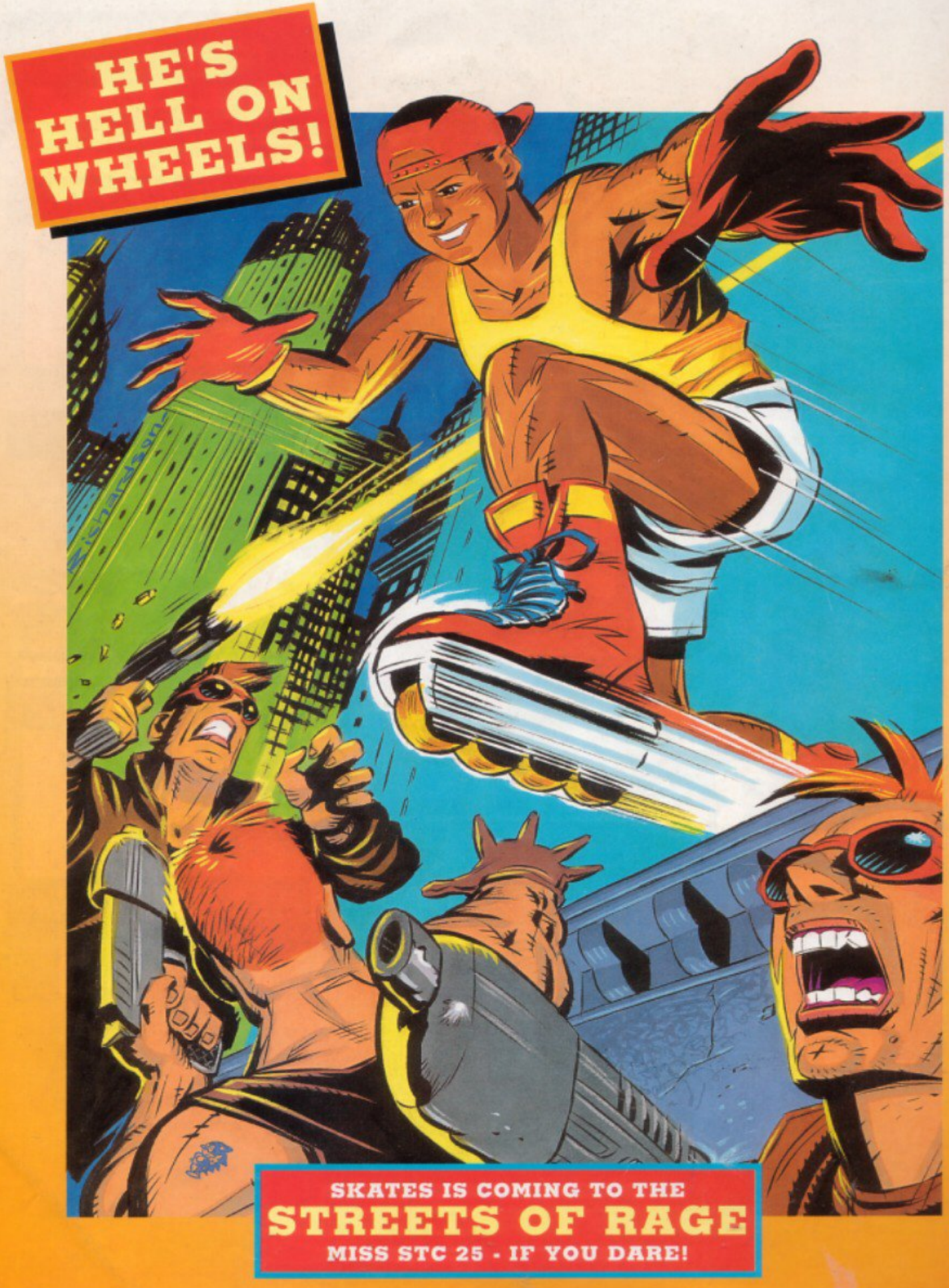
MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 23 OF STC?

☐%


HE'S HELL ON WHEELS!
SKATES IS COMING TO THE
STREETS OF RAGE
MISS STC 25 - IF YOU DARE!